InWorld Challenge Rubric 2: Tour and Q&A with Evaluation Team

Category	Score
Introduction, Presence, and Tour	
• All members of the team (including the TL) are present, introduced, and interact with the Evaluation Team. Team members are alert and actively engaged throughout the interview. (__/4) • All team members answer questions posed by the evaluators. (__/4) • The path into, through, and out of the Team Space is clearly marked and easy to navigate. (__/4) x2 • Team members take turns leading the tour and guiding the Evaluation Team into, through, and out of the Team World. (__/4) • Tour includes well-rehearsed presentations to showcase essential information. (__/4) x2	**____ /28**
Knowledge Spaces and Virtual Models	
Knowledge Spaces • Clear explanations are given for choices made in the design process. (__/4) • Knowledge Spaces showcase thinking behind the Design Process. (__/4) • Team members can explain and answer questions about each step of the Design Process. (__/4) • The Knowledge Spaces effectively communicate the team's understanding of the problem and the team's work through the Design Process. (__/4) • Answers to the two reflection questions are clearly represented in the Team World. (__/4) x 2 **Models** • Teams identify the tool(s) used to create 3D InWorld Models. (__/4) • Models are accurate 3D representations of the JWST technology, original spinoff, and team's spinoff innovation. (__/4) • Models communicate the team's understanding of the problem to the audience. (__/4)	**____ /36**
Judges Choice Points: Judges may award up to 8 additional points for unique or outstanding work completed while InWorld or ideas communicated during the Q&A session. (__/8) **Assessment** 4 (Excellent) = All criteria (procedures, steps, and details) are met or followed. 3 (Good) = Most criteria are met with only a few errors. 2 (Fair) = Many criteria are met, but work has significant errors. 1 (Poor) = Most criteria are not met. 0 (No effort) = No effort to meet criteria.	**____ /72**